## Never lost items:

Items that cannot be lost on death (stays in inventory no matter what)

## Attributable items on death:

* Change item ID on death to uncharged and clear all attributes/charges.
* Change item ID on death to uncharged, and drop all the charges (scales, runes, darts etc).
* Keep the item charged and charges intact.
* Destroy completely on death.

## Broken items:

* If below or equal level 20 wilderness: Keep the item as broken in your inventory, and if you die with broken item it vanishes. When your item breaks if in PVP the killer gets rewarded 50% of its repair cost dropped as blood money.
* If above level 20 wilderness: The item vanishes, and it is drops 90% of its repair cost.

## Imbudeable items:

* If below or equal level 20 wilderness: Keep the item as unimbued in your inventory. 50% of its imbue cost gets dropped as blood money.
* If above level 20 wilderness: The item vanishes, and it is drops 90% of its imbue cost.

Untradeable items:

* If below or equal level 20 wilderness: It will drop on the floor, but only you can see it to pick it up, other players won’t ever see it.
* Above level 20 wilderness: It will vanish on death. Best bet is to make a place where you can reclaim the items for a cost just like on OSRS but that’s a complete system by itself.

## Transformable items:

* If a player dies with the items and it is not one of the player's protected items, the item will revert to its default appearance. Example, if you died with ornate dragon pickaxe, it will drop as a regular pickaxe.

Note: It will be better if we can have a Boolean to specify if it will transformOnDeath or not. I have some transformable items that should be dropped as it is. I think best bet is to add a check if the item is tradeable then drop as it is, but if the item is untradeable then transformonDeath (revert).